

# Sophia Windfall

Human | Acolyte | Cleric (Tempest domain) 9, Warlock (Archfey) 1

## Strength

0 <sup>(10)</sup>

## Dexterity

+1 <sup>(12)</sup>

## Constitution

+2 <sup>(14)</sup>

## Attacks and Cantrips

Eldritch staff	+5 to hit	1d6+1 bludge.
Light crossbow	+5 to hit	1d8+1 piercing
Sacred flame	DC16 Dex	2d8 radiant
Word of radiance	DC16 Dex	2d8 radiant
Eldritch blast	+5 to hit	2x1d10 force

## Intelligence

+1 <sup>(13)</sup>

Arcana +5

History +5

Nature +5

Religion +5

## Wisdom

+4 <sup>(18)</sup>

Save +9

Insight +8

Perception +8

Save +7

## Charisma

+1 <sup>(12)</sup>

Save +6

Persuasion +5

## Spells

5x lv1 | 3x lv2 | 3x lv3 | 3x lv4 | 1x lv5

## Ability

Wisdom

## Prepare

13

## Modifier

+8

## DC

16

## Cantrips

Guidance	Spare the dying
Sacred flame	Word of radiance

## Armor Class

18

Scale mail <sup>(+14)</sup>

Shield <sup>(+2)</sup>

Dexterity <sup>(+1)</sup>

Magic items <sup>(+1)</sup>

## Hit Points

73

## Hit Dice

D8+2 <sup>(x10)</sup>

## Ability

Charisma

## Modifier

+5

## DC

13

## Cantrips

Eldritch blast	Lightning lure
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## 1<sup>st</sup> level spells

Comprehend Languages	Witch bolt
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## Initiative

+1

Dexterity <sup>(+1)</sup>

## Speed

30ft

Base <sup>(+30)</sup>

## Perception

23

Base <sup>(+10)</sup>

Perception <sup>(+8)</sup>

Observant <sup>(+5)</sup>

## Resistances

## Senses

Darkvision 60 ft

## Armor

Light, Medium, Heavy

Shields

## Weapons

Simple

## Magical items

Goggles of night

Cloak of protection <sup>(Attuned)</sup>

Ring of truth <sup>(Attuned)</sup>

Eldritch staff <sup>(Attuned)</sup>

## Languages

Common

Sylvan

Elvish

Celestial

## Tools

## Feats

Skilled

Resilient <sup>(Constitution)</sup>

Observant

Lucky (Minor variant)

Sophia was another character that I played for a long time, but didn't really have much backstory for aside from being an envoy for the two goddesses she follows. She was created for the witchlight carnival campaign.

Despite that, I did enjoy playing this character, and it's because of this character that I found my favorite class (Cleric). Though, I still play a bunch of other characters anyway.

As for her personality, she's a friendly girl just like the person she is based on, which is Kochiya Sanae from Touhou. Also, a bit of a nerd and extremely religious.



There were a lot of battles where she was the one getting targeted first, because clerics tend to be quite deadly. And I did feel like I played her right in that regard. Because of the nature of the campaign, remove curse and dispel magic were incredibly useful.

There also have been a few moments when she turned a little bit dark, as she doesn't take it kindly when people lie to her. Which is not completely out of character either, and it did give it a little bit of a twist to the character I played as well.